EDLD 5362 Information System Management

Course Reflection

Technology will continue to have a huge impact on the model classroom that will exist in five years. The six emerging technologies or practices that are likely to appear in the model classroom are collaborative environments, online communication tools, the personal web, mobiles, cloud computing, and smart objects. These areas are outlined in the 2010 Horizon Report from the New Media Consortium. The Horizon Project “identifies and describes emerging technologies likely to have a large impact on teaching, learning, research, or creative expression within education around the globe” (Johnson, L., Smith, R., Levine, A., & Haywood, K., 2010, p. 3). Educators have to modify their teaching practices to a more learner centered classroom for our students while integrating these emerging technologies and incorporating a “connection between their world, their own lives, and their experience in school” (Johnson, L., Smith, R., Levine, A., & Haywood, K., 2010, p. 5).

A collaborative learning environment is necessary in the classroom to bring students together to think critically and to problem solve using prior knowledge while sharing learning experiences. “To be prepared for the fast-paced, virtual workplace that they will inherit today’s students need to be able to learn and produce cooperatively” (Pitler, H., Hubbell, E., Kuhn M., and Malenoski, K., 2007, p. 139). This learning environment will also enable the students to interact with other students across the globe connecting and interacting to “expose learners to a variety of perspectives” (Johnson, L., Smith, R., Levine, A., & Haywood, K., 2010, p. 13). “The effective design of learning spaces—whether a classroom, a laboratory, a library, or an informal space—can enhance learning. As educators have integrated communication, collaboration, and computing technologies, learning spaces have morphed. The design of learning spaces goes beyond the physical to include the virtual” (Brown, M. 2003, p. 10). A teacher in this model teaching environment needs to remain flexible to accommodate the student and to continue to change the classroom formation to meet the needs of the student in that particular project. The model classroom will continue to be a work in progress to meet the needs of that learning period. “Moreover, the fact that technologies and teaching methods will continue to evolve means that the job of creating effective learning environments is a journey, not a destination” (Warger, T., and Dobbin, G., 2009, p. 12).

Online communication tools and the personal web will utilize “converging tools with social media in workspaces like Ning, PageFlakes, and Moodle” (Johnson, L., Smith, R., Levine, A., and Haywood, K., 2010, p. 13). This will encourage communication within a collaborative group setting. The intenet and online tools will also integrate and encompass game based learning. Game based learning environments are goal-oriented and can be included in the model classroom to meet the needs of the teacher’s lesson plans and objectives. These complex game based learning techniques and approaches “like role-playing, collaborative problem solving, and other forms of simulated experiences have broad applicability across a wide range of disciplines” (Johnson, L., Smith, R., Levine, A., and Haywood, K., 2010, p. 17).

Another emerging technology that can be utilized in the model classroom are mobiles. The use of trim lightweight devices such as “the Apple iPad, the HP Slate, the Google Tablet, and others yet unnamed” (Johnson, L., Smith, R., Levine, A., and Haywood, K., 2010, p. 22) will be obvious in this classroom. These mobile devices will allow a student to transport them easily in pockets or purses. They will carry a library of information with them at all times and allow the capability of looking up information and studying at a glance. Students will have the ability to read, take notes, do practice drills, submit assignments, and do all of this at the touch of a small device.

Cloud computing will definitely be an important component of the model classroom. “Cloud computing has become well established as an infrastructure for computing and communication” (Johnson, L., Smith, R., Levine, A., and Haywood, K., 2010, p. 9). Some schools have already begun using these cloud computing tools. Some students use tools to comment on each other’s papers by use of Adobe Buzzword. They can review other students’ writing assignments with the use of these tools. A history teacher might use a tool called ArcGIS to make a map of a battle or momentous historical event. These cloud resources will be used in education to promote collaborative working environments and more reality based computing applications.

Smart Objects in the model classroom will definitely be a crucial feature in the model classroom. It would include a specialized identifier that could track information about the subject content area. They can be flexible and interactive providing easy classroom integration of the objectives. These devices provide for very real display opportunities in the classroom and vivid presentation of the subject material. Students need a larger than life view of their world and these smart objects can provide the interaction necessary to make the lesson come to life.

The six emerging technologies or practices of collaborative environments, online communication tools, the personal web, mobiles, cloud computing, and smart objects that are outlined in the 2010 Horizon Report will bring many changes to the model classroom of the future. These will be necessary to meet the needs of the students in the upcoming 5 years. The classroom will continue to evolve, developing and changing to meet the global needs of our students.

References

Brown, Malcolm, [Learning Space Design](http://www.educause.edu/apps/er/erm05/erm054.asp), EDUCAUSE Review, ELI White Paper, July/August 2005, p. 10.

Johnson, L., Smith, R., Levine, A., and Haywood, K. (2010). *2010 Horizon Report: K-12 Edition*. Austin, Texas: The New Media Consortium, p. 3-22.

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